PAC-MANIA™

INSTRUCTION BOOKLET

TENGEN

MANUFACTURED BY TENGEN

OBJECT OF THE GAME/GAME DESCRIPTION: *Gobble up dots and power pills while guiding the new Pac-Man through 3-D mazes! Play alone or with a friend and explore the new worlds of Block Town, Pac-Man's Park, Sandbox Land and Jungly Steps. Get a jump on those pesky ghosts with your new BOUNCE power! But don't let your guard down for an instant — three new ghosts, Sue, Funky and Spunky, are waiting to pounce on you if you make it to the tougher rounds!*

PROBLEMS? We recommend that you read this instruction booklet to learn and master the operation of this game. By doing so you'll have hours and hours of fun with your family and friends! Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

PRECAUTIONS: **1.**This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. **2.** Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. **3.** Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

CONGRATULATIONS! You have just purchased PAC-MANIA, a premium quality TENGEN game for play on your Nintendo®! All the frolicking fun that made PAC-MANIA an incredible arcade hit is now at your fingertips, ready to provide countless hours of exceptional home entertainment!

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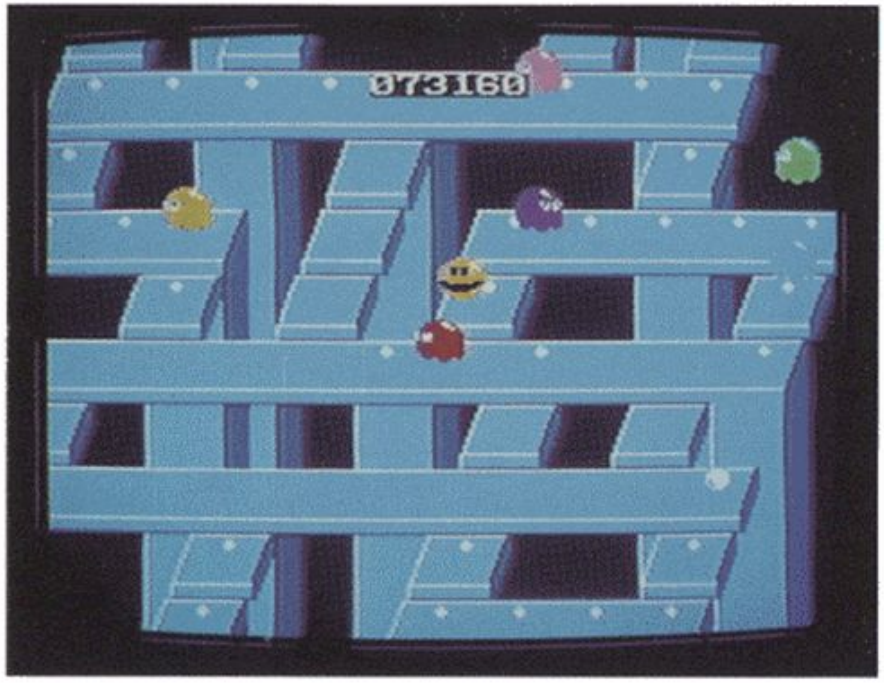
I. INTRODUCTION

Pac-Man is back in action with a completely new twist — *BOUNCE* power! Ready for a new generation of Pac-Man players, he can't wait for the chance to show off his new aerial maneuvers to the crowd!

You can play Pac-Mania by yourself or take turns with a friend, maneuvering the new Pac-Man through a world of 3-D mazes. Get ready for new challenges as Pac-Man enters the worlds of *Block Town*, *Pac-Man's Park*, *Sandbox Land*, and *Jungly Steps*. But watch out — Clyde, the "boss" ghost, has recruited the talents of three new ghosts, Sue, Funky and Spunky. It's gonna take all of Pac-Man's speed and cunning to outwit these annoying pests! Fortunately, Pac-Man has the help of two "special items"— a green and a red power pill. The green pill gives you temporary speed, and the red awards double points!

It's a whole new ball game for Pac-Maniacs!



II. GAME PLAY

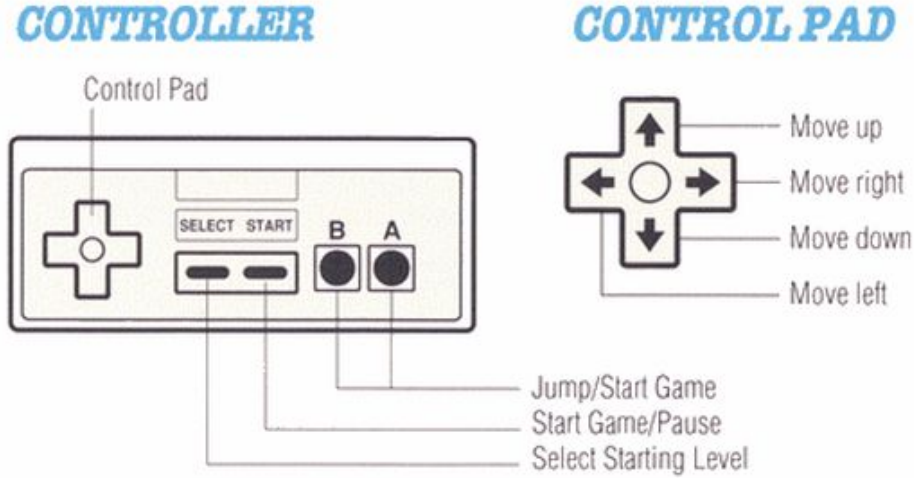
Begin game play by choosing your level from among one of three playfield worlds: *Block Town*, *Pac-Man's Park* or *Sandbox Land* (*Block Town* is easiest and *Sandbox Land* is hardest). The amount of points you score depends upon the world you choose to play in.

Your goal: eat all dots and power pills in the mazes while avoiding persistent ghosts. Using the new BOUNCE power (A Button or B Button), you can bounce your way over ghosts to avoid being caught. Three new ghosts have been added to make sure that you don't have it too easy. Fortunately, you won't encounter these rivals of Pac-Man until you get to the more demanding worlds and mazes.

During play, if fruit and green/red power pills appear, you'll hear a "bonus available" sound. This lets you know that these valuable items are available in case you get so involved in the game that you don't see them. These items are worth from 1,000 to 10,000 points. Eat a green power pill to get extra speed. It lasts until you eat a red or white power pill and it expires, or until you lose a game life.

Two *continues* are offered to allow you to continue your progress without having to start back at the beginning. It's a great way for Pac-Maniacs to learn and practice strategies without having to re-start games from the beginning. Your score will, however, be re-set to zero if you continue.

III. USING THE CONTROLLER



On the title screen, select one or two players with the SELECT Button or UP and DOWN. Pushing START, A or B Buttons will cause the world select screen to be displayed. Use the SELECT Button or UP, DOWN, LEFT and RIGHT to select your starting world. (Note: You cannot select the *Jungly Steps*.) Press START, A or B Buttons to begin the game.

Once the game begins, use UP to move up, DOWN to move down, LEFT to move left and RIGHT to move right. The A or B Buttons allow you to jump. The START button pauses the game.

IV. GHOSTS

NAME	COLOR & DESCRIPTION

Clyde (Yellow-orange) "The slow, absent-minded one."
Pinky (Pink) "Will head you off at the pass."
Inky (Light Blue) "Clyde's unpredictable sidekick."
Blinky (Red) "He's super fast when super mad."
Sue (Purple) "Beware of this playful monster."
Funky (Light Green) "The athletic bouncing monster."
Spunky (Black) "Funky's cousin."

Ghost Characteristics

1. **Clyde** pursuing ghost.
2. **Pinky** ambushing ghost.
3. **Inky** whimsical ghost.
4. **Blinky** "possum"
5. **Sue** follower or shadow.
6. **Funky** cautious follower.
7. **Spunky** shy follower.

V. SCORING

Each dot is worth 60 points and each power pill, 300 points. When you eat a power pill, the scoring sequence for ghosts you eat is: 200, 400, 800, 1600, 3200 and 7650 points. The tables below list all items that fall under the categories of "Fruit Target" or "Special Items".

FRUIT TARGET	POINTS
Cherry	1000
Strawberry	2000
Orange	3000
Red Apple	4000
Banana	5000
Apricot	6000
Gold Bell	7000
Gold Key	8000

SPECIAL ITEM	POINTS
Green Pill	1000 + Extra speed
Red Pill	7650 + Points x 2
Candy	4000
Coffee	5000
Green Apple	6000
Chocolate Ice Cream	6000
Burger	7000
Galaxy Ship	7650
Vanilla Ice Cream	8000
Blue Bell	9000
Blue Key	10000

TENGEN 90-DAY LIMITED WARRANTY

TENGEN warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. TENGEN agrees to either repair or replace at its option, free of charge, any TENGEN software product. Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

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Address all correspondence to: TENGEN Inc.
Warranty Department
P.O. Box 360782
Milpitas, CA 95035-0782

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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